

WHAT THE

MEN

CAN DO



JAGUAR

\*\*\*\*\*

GAME MANUAL  
MANUAL DE JEU  
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## JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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# INTRODUCTION

atches get, cheap? Are you ready for the most hyped up, monster jammin', boatin' album, rebound scratchin', rim shakin', slayin' over speakers, down your throat, man, making game of street ball you never thought possible? Well, here it is, in your face, 'n it's time to get it real.

Welcome to WHITE MEN CAN'T JUMP!

## THE STORY OF THE SLAM CITY TOURNAMENT

The SLAM CITY TOURNAMENT's history is long and rich. Originally started back in the early '90's by a group of con men and hustlers as a way to make more money, it has grown into THE premiere street ball event. Everybody who's anybody is there. If you can make it through the tournament, you'll have the most kickin' rap from Venice Beach to Compton, and every asphalt jungle-squallor-ball court in between!

## Where You Come In

You play the team you choose against other teams out there hustling for the big bucks and bad reps; each trying to make the \$5,000 entry fee to the SLASH CITY TOURNAMENT. In your case, you've had to borrow \$500 from the local loan shark, THE WEAKLED BROTHERS, in order to start working your way up through the circuit to enter the SLASH CITY TOURNAMENT.



Unfortunately, the WEAKLED BROTHERS, TAPPAH and GALT, love their money, but don't care so much about the love of the game. If you can't make it to the Tournament (and win) in 30 games,

they'll be back to make you pay one way or another, brother.

## GETTING STARTED

1. With the POWER turned on, your JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM, insert your JAGUAR WHITE AND CAN'T JUMP™ cartridge into the cartridge slot.

2. Press the POWER button.

## MOVING ON

Game Settings, Tournament Keys, Saved configurations and sound settings are retained in the cartridge even if you have turned off your JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. The car-

bridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press **\*, #** and Option while on the WHITE KICK CAN'T FIND® Title Screen.

## MAIN MENU

The MAIN MENU gives you five choices: VS. MODE, TOURNAMENT MODE, PRACTICE GAME, OPTIONS and JOURNAL.



## VS. MODE

VS. MODE lets you pair off with up to three friends (four players total) to play a hard and fast game of Street Street Ball. You choose your team, your opponent's team (if you're playing the computer), even what court you play on.

## TOURNAMENT MODE

TOURNAMENT MODE lets 1 or 2 players compete in the street ball circuit. You keep betting and winning more and more money until you've raised enough cash and your reputation's good enough to let you enter the SLAM DIPPY TOURNAMENT to earn the title of the baddest ball player in town!



## Resume Game

This menu choice allows you to resume play from where you left off by bringing up any previously saved Tournament game.



## Options

The Options menu allows you to customize many of the settings in the game when playing in VS. MODE or TOURNAMENT MODE.

Some options affect VS. MODE only. They are: STANDARD SCORE/SERIAL SCORE, TIME/SCORE, and STANDARD PLAY/PAUSE IT/PAUSE IT. The options for both modes are: SOUNDS ON/OFF, TIME PLAYED ALWAYS ON, and TRANS ON PAUSE ON/OFF. Any changes you make are stored on the cartridge so that the settings are preserved from the last time you played.

## Standard Score/Serial Score

You can choose the amount of points you earn when making a regular basket or a shot from the 3-point line. You can choose STANDARD SCORING (2 points for a basket, 3 points for a 3-point shot), or SERIAL SCORING (1 point for a basket, and 2 points for a 3-point shot).

## Time/Score

This option allows you to select whether or not you want to play to a set score (11, 15 or 21) or play until the clock runs out (5, 10, or 15 minutes). You can also choose a combination of both — playing until you've reached a set score, or until the clock runs out. (21 points or 15 minutes, 15 points or 10 minutes, 11 points or 10 minutes).

## Standard Play/Make It/Take It

Select between STANDARD PLAY or MAKE IT/TAKE IT. In STANDARD PLAY, once you've made a basket, the ball is left for the opposing team to clear. In MAKE IT/TAKE IT — you make the shot — you get the ball again!

## Messages on/off

Turn the messages that are displayed across the screen during gameplay ON and OFF.

## Fixed Player Arrows/Always on

Leave the floating player identification arrows on or restrict them to appear only at the start of the game or when you switch control over to the other player.



## Change on/off auto

Player auto-switch controls whether the computer automatically switches to your other player if you get locked down. If you leave the option off, you will have to switch manually by double-tapping the **LOCK DOWN** button.



## JOYPAD

This option brings up the **CONFIGURE JOYPAD** screen. It allows you to configure the JOYPAD settings for each JOYPAD you have connected.

Press the **JOYPAD UP/DOWN** to move between button assignments and press the corresponding **FIRE** button to change them to the configuration you would like. To exit back to the **MAIN MENU**, highlight the **X** or **EXIT** and press any **FIRE** button.

8

# PLAYING THE GAME



## VS MODE

When you select the **VS. MODE** option from the **MAIN MENU**, your next choice is how many players there will be. The

following is a breakdown of how gameplay behaves, depending on the number of players you select. You can only play with 3 or 4 players if you have the **JANET STEIN TAP™ ADAPTER** (otherwise, that option is dimmed out and unselectable).

## Team Tap™

If you have the JAGUAR TEAM TAP™ adapter, you can play with up to 3 of your friends. Player 1 plugs into Controller Port #1. The JAGUAR TEAM TAP adapter is plugged into JOTAP Port #2, with players 2, 3, and 4 plugged into ports A, B, and C on the TEAM TAP™ respectively. Players 1 and 2 are always teammates, and will play against player 3. Player 4 is player 3's teammate. All players are identified with numbered arrows that float above the characters.



1 Player	Team with Jaguar-controlled teammate vs. computer
2 Player	2 Human vs. one another with Jaguar-controlled referee/teammate
3 Player	2 Human vs. 1 Human with Jaguar-controlled teammate
4 Player	2 Human (2 players) vs. 2 Human (2 players)



## TEAM SELECTION

THIS IS WHERE YOU'LL FIND the different teams, their stats, and their logos and choose the one you want to play. To scroll through the

list of teams press either UP/DOWN on the JOYPAD. Press any of the FIRE BUTTONS (A, B, or C) to select your team.

Beneath each player's picture is a three-line bar graph that depicts their stats. The three categories: SHOT, SPD, and SPS relate to the players' Shooting Accuracy, Energy ( Stamina), and overall Speed. The longer the bar is in their graph, the greater their ability in that category.

Notice Choosing a team that has a lot of energy means you can pull out SUPER KICKS more often!

Once you have selected your team, you have the option of choosing the team the JAGGER will control. You can still press the JOYPAD UP/DOWN to scroll through the teams, but now you can also select their SKILL LEVEL by pressing the JOYPAD either LEFT to decrease the number of STARS, or RIGHT to increase the number of STARS- to adjust the computer player's SKILL.

Once you've selected the JAGUAR's team (by pressing any of the FIRE BUTTONS), you can choose the court you're going to play on.

You can rotate the courts in the diamond from court to court by pressing LEFT or RIGHT on the JOYSTICK. The court at the bottom of the diamond is the one that will be selected when you press any of the FIRE BUTTONS (A, B, or C). The game will start after you pick your court.

## TOURNAMENT MODE

### HOW TO PLAY

You start out with the \$500 you get from the UNPAID BETTINGS, and the smallest amount of money you can bet per game is \$50. Only teams of your approximate level of reputation and money will face you on. As you progress through the brackets, earning more and more cash, you'll have to keep betting more and more to keep the good teams interested in playing you.



## Starting Tournament Mode

After selecting **TOURNAMENT MODE** from the **MAIN MENU**, you can choose either a one player or two player game.

Once you've selected the number of players, you come to the **EXT SCREEN**.



### Ext Screen

When the **EXT SCREEN** comes up, the default is the first **EXT**. (A **EXT** is a

placeholder that lets you store the progress of your game team, matches played, and money won in **TOURNAMENT MODE** so that you can resume playing later if you decide to quit in the middle of your game.) Your information is saved through the last complete game. Unused **EXTS** are dimmed out. If you choose one when you start a tournament game, that **EXT** will be the default the next time you start a new tournament.

If you've used all 5 **EXTS**, but want to save additional games, you have to choose one of the old ones and save over it.

Either player can choose between KIT SLOTS 1, 2, 3, or the NO KIT option by moving the JOYPAK UP/DOWN.

Select your choice by pressing any FIRE BUTTON.

**NOTE:** If you select a KIT before starting TOURNAMENT LOCK and turn off the system while playing, you can come back to play it later by reselecting the same key number when you choose TOURNAM LOCK from the MAIN MENU.

Once you've made your selection, you'll go to the PLAYER SELECTION SCREEN.

To scroll through the list of Teams, press up or down on the JOYPAK.

To select your team, press any FIRE BUTTON.

After the ENLARGED SCREENS, TAPPA and CASH, hand you your \$500 in cash to get you started in the tournament, you can press any FIRE BUTTON to progress to the SPORT SELECTION SCREEN.



## Team Selection Screen

Shows the amount of money you've got (in green), and what each of the teams are worth (in orange).

In general, the bid amounts per team run from the right to left, lowest to highest.

As the bid amounts increase, so does the talent and difficulty of the team you're going to play.

Select the team/squad you want to play against by moving left or right on the JOYPAD, and pressing any FIRE BUTTON to make your choice.

Once you've chosen the team and made your bid, you'll see a **STATUS SCREEN** that shows the state of each player on the team you'll be playing.

The dollar amount you're playing for is in the lower-middle section of the screen.

Because the **STALKED MONSTERS** cost their money back in full (with interest!), they're only gonna let you play 50 games before they come after you.



looking for payback. If you don't make it to the **50th** **STALKED MONSTER** by then, you're gonna be in a **WORLD O' PAIN**. Get the picture?

The entry fee for the SLAM CITY TOURNAMENT is \$5,000. Once you've earned at least \$5,000 you'll automatically be entered into the SLAM CITY TOURNAMENT. The Big Time. The Grand Finale. The Payoff.



The number in the lower left-hand corner of the screen is the number of the game you're about to start. If you slip up so bad that it counts up to 30, well, you know what happens already.

You can press any FIRE BUTTON to skip past the STATE SCREEN and start playin' ball.





## GAMEPLAY

At the top of the game screen you'll see the stats of each player, the team's logs, the points for each team, and icons showing

information such as who has the ball, if you need to clear the ball, and so on.

The player stats consist of a picture of each player, with a bar on either side — one red, one green.

The green bar represents your energy. The more energy you have, the more likely you are to pull off a **SHOOT SHOT** at a distance from the basket. The energy also depletes quickly when you run (**SHOOT SHOOT SHOOT**).

The red bar represents your anger level. The more you push around the opponent players, the higher the level goes. If they haven't been attacking you as well, is they've beaten you down a lot and you strike back, your meter won't increase much.

Also, any fouls committed (travelling, goaltending, etc.) will increase the level. Goaltending and travelling are the only fouls called. You can beat up and "die" your opponent at will. The higher the level, the longer it takes you to get up when you get knocked down by an opponent.

The rules are simple. So that you can make baskets and score points.

Whenever you get the ball after a basket, you need to clear it (take it back past half-court) before you attempt to shoot again.

You can shoot before you clear the ball, but the shot won't count towards your score. This is indicated by the basketball icon near the logo of the team that has possession of the ball. If the pick icon appears near a team's name, it's their turn to take possession of the ball.



# GAME CONTROLS



18

## JOYPAD

Controls your player's movement in all directions. Cycles through choices as menu.

## PASS/HOLD

Tap once on offense, lets you take a pass.

Tap and hold on offense, lets you pass the ball to your teammate.

On defense, lets you try and knock down the opponent.

## SHOOT/JUMP

On offense, lets you shoot the ball.

On defense, lets you jump for a rebound or block.

## STICK MOVES

Each character in **WHAT THE GUN? JUMP™** can pull off a variety of **STICK MOVES**.

You activate your player's Super Dunk by moving the **JOYPAD** in a series of directions when you hold down the **JUMP/SHOOT BUTTON**. When you release the button your character will attempt their dunk. Each character has a specific **STICK MOVE** listed in their team information, but there are other, more complicated, dunks that are harder to pull off and less likely to be blocked by your opponent. Try to discover them all.

19

## STICK BOOST

On offense or defense it gives you a burst of speed, but drains your energy quicker.

Hit twice on offense or defense lets you switch control to the other player on your team.

Tap and hold on defense, assumes a defensive stance then covering your man.

## PAUSE BUTTONS

Pauses gameplay.

## OPTIONAL BUTTONS

During TUNES mode lets you change volume levels of the music and sound effects. (You can also use any of the FIRE BUTTONS to bring up the menu as well). Press the JOYPAD UP/DOWN to move from MUSIC, SOUND FX/L and VOICE, and the JOYPAD LEFT/RIGHT to increase or decrease the level of each. Pressing any FIRE BUTTON will toggle the selected category ON/OFF.

## CHARACTERS & TEAMS

20



### SPT. KINGS

The SPT. KINGS grew up playing ball to the sounds of George Clinton and Boyz n the Bz. They are the former champions

of high school "B". They're back and as fiery as ever, ready to reclaim some of their former glory.

### Lower Vipers:

JULIAN D, Jr The Splitterville "J"  
FRANKIE L, Jr The Punk Jan





## 6TH STREET SCOOTERS

The 6TH STREET SCOOTERS are in it for the money! Not for themselves, mind you! Both SAKIN and WISH hail from a

rough side of Town, and work to put their winnings into cleaning up the neighborhood and bringing back some of that old community pride!

### Super Duper:

SAKIN: 1, 2: The Around Town Jam

WISH: 2: The Takin' Out The Trash Jam



## COOL CATS

The COOL CATS consider themselves the refined old-school artists of street ball hustling. If they're not

out duckin' on dopes, they're jammin' some of the liveliest jazz in town down at their favorite local hotspot.

### Super Duper:

CATS: 1, 2: The Old School Jam

S-L-O-W: 1: The Airborne Improvisation Jam





## DIXIE BASKETBALL

The DIXIE BASKETBALL are truly masters of their game, but are looking to roll their winnings into starting a new

Top Label, with themselves as the hot act, of course! When they're not cutting down on the local action, they're vigin' 'em all over the court!

### Super Vigin's:

WOLFE 5,9: The Black Baby  
 Deleisha Jax  
 HIGGINS 5,8: The Supercell  
 TNT Lion



## DIXIE BASKETBALL

You might have seen the DIXIE BASKETBALL, TITAN and WOLF before but never knew it. They both had promising high school

basketball careers but didn't make the college cut. They love the game and are using the money they win to pay for college.

### Super Vigin's:

TITAN 5,9: The All-Star Lion  
 WOLF 5,8: The Dorian  
 Tact





## STREET ANGELS

The OTHER ANGELS, MACK and STEVEN are the darlings of a local-ethnic cable show that deals with life in the inner city. They're entering the KID CITY CONTEST to help raise money for their show and a local youth organization trying to get kids off the street.

## Street People

MACK: In The Folks-at-Home  
Klan

STEVEN: In The around The  
Block Jan







## BEACH BOYS

The BEACH BOYS are classic, with attitudes! Nothing's as interesting as taking a couple's picture in a fast game of football. If they weren't doing this, they wouldn't be doing nothing".

### Super Powers:

DR. HILL Is The Slacker Spin  
 Alan  
 SLACK Is The Lazy Leggin'  
 Jan



## METAL HILL



The METAL HILL were former roadies for Jimi Hendrix with a passion for the gear. They came together to raise enough cash to purchase a custom van and open the Traveling Heavy Metal Hall of Fame and Musical Revue.

### Super Powers:

STUFF Is The Air Guitar  
 Jan  
 SCRAPE Is The "Boy Jer"  
 Jan





## Muscle Boys

The MUSCLE BOYS are tired of the girls-on-the-courts at their local beach. They're determined to

win the SLAM CITY CHAMPIONSHIP with their superior physiques and strong 3-ball style. Then they'll open the Muscle Boys Gym to promote their standards of physical fitness.

## Super Heroes

HEROES Pk: The Steroid

Slam

STOCKS Pk: The Jump-0-Up

Joe





## TOYBO SQUAD

The TOYBO SQUAD intimidate by means of their unorthodox (some say, psychotic) methods of play.

Their style approaches the closest thing to seeking in sports there is. Their highly physical style of play disorients their opponents as they whip around the court and land buckets from the way outside. RALPH and TITCH were made for each other! In fact, they plan to use their ELABORATE TOURNAMENT winnings to get married.

## Super Heroes

RALPH: F, Is The Ball-Court Tivoliectric Jax  
TITCH: L, Is The Psychiatric Klan



## STEAMIN' STEELS

The STEAMIN' STEELS are a couple of East-side thrill seekers looking to roll their winnings into fixing up their tricked

out hot-rod "Fat Chick" so they can enter the ELABORATE TOURNAMENT.

## Super Heroes

RAIL: L, Is The Around the Way Band  
GRASS: U, Is The Both-Hands-On-The-wheel Klan





## SLAMMERS

The SLAMMERS have been hustling for years with the Tournament running right in their own back yard. They've hot-dogged

their way into the competition to show the world nobody can come to their part of town and not expect some schooling from these former all-stars.

### Super Punks:

SKIFF: Do The Classic Sling

SHACK: Be The Air Fan



27



## STREET STARS

The STREET STARS wrote the book on "Ten and the Art of Flops". Most people underestimate these cats until they go up against

an' downed and end up leaving with their wallets several Jackson's short of the Jackson 5. If they win, CHIP and FINEE will probably start the Church of the Jump Jockey and walk the Earth, converting the faithful.

### Super Punks:

CHIP: P.P. The Confusion

Flop-Drop Sling

FINEE: D.D. The Tap of Buck





## SOUP UP

The SOUP CPNs are the Jersey Turnpike and Frankie Valli of the modern beach street ball scene. They play ball just to

see and be seen by the other bartenders. VALL and KID have been takin' all comers for years. They're good and they look good doin' it. If they win they're going to blow their red on mari waz, fancy-din' bottles, and the inevitable series of plastic surgery.

## Super Heroes

VALL Is The Air Machine

KID Is The Delectable Duck



# THE COURTS

## ROCK BLAZA

This ocean-side half court is also affectionately known by the local hustlers as "The Sand Box". The cool breeze and pretty girls make this court a favorite among some of the more out-going hustlers.



## LAFFALO

This court in the rough inner-city has given start to many of the best flashy, in-your-face hustlers ever to enter the Slam City Tournament. Only the toughest players need apply.



## 10th Round

This comfortable suburban nicely-maintained half-court is where the hustler's come to play for the real high stakes. The wildest teams

hone their skills here and take all corners. Usually right to the cleaners!

## 11th Round

This quiet park has been the place where hustlers come to hone their game. It's tranquillity allows them to focus their energies on the splendor that is the money dunk.



## 12th Round

This is the end of the line where you put it all on the line. This is where the Slam City Tournament is held. Those who make it this far have got to be good!

# HINTS & TIPS

## PASSING

If you're having a lot of trouble passing to your teammate (i.e. the other team always gets the ball), you can double-tap the SPEED BOOST BUTTON and switch control to your teammate. This gives control of the teammate with the ball to the computer, who will pass to you as soon as possible — usually with more accuracy!

## SHOOTING

Timing is one of the most important factors in making baskets from both near and far. If you time your shots so that you release them at the top of your jump, your success rate will be much higher.

31

## DEFENSIVE COVERAGE

When trying to cover the person who's got the ball, don't just run up to that player — chances are if you're playing with a computer-controlled teammate you'll just end up getting in each other's way. The trick is to let your computer-controlled player cover his man, and then double-tap SPEED BOOST BUTTON to switch to that player, and then try to steal the ball.



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course... Alcoa!

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